

CLAIMS

1. An information supply system for a multi-player game comprising:

5 information generation means which generates information used to perform the multi-player game at a predetermined terminal device, wherein variations in a story are based on a selection input by a player;

supply means which supplies the generated information to
10 the terminal device; and

acquisition means which acquires selection input information input by a player through the terminal device,

wherein the multi-player game is an individual selection input type of game wherein different responses are output in
15 correspondence to selection inputs;

wherein the information generation means generates:

first game information allowing a selection input by a first player when an event requiring a selection input by the first player occurs in the game;

20 first response information corresponding to a selection input by the first player acquired by the acquisition means;

second game information allowing a selection input by a second player when an event requiring a selection input by the second player occurs in the game; and

25 second response information corresponding to a selection input by the second player acquired by the acquisition means; and

wherein the supply means supplies:

the first game information to a terminal device operated
by the first player;

the second game information to a terminal device operated
5 by the second player; and

the first and second response information to the terminal
devices of the first and second players.

2. The information supply system as defined in claim 1,
10 wherein the information generation means causes the
generation of an event requiring a selection input by the first
and second player, based on the game situation.

3. The information supply system as defined in claim 1,
15 further comprising:

mail generation means which generates notice information
notifying receipt of a selection input in electronic mail format,
when the acquisition means acquires a selection input by the
first or second player,

20 wherein the supply means supplies the generated notice
information as electronic mail to the terminal device operated
by the second or first player.

4. The information supply system as defined in claim 1,
25 wherein the acquisition means acquires personal
information including identification information of a player
and a captured image of a player, through a personal information

input device having input means and capturing means; and
wherein the information generation means uses the
acquired personal information to generate the information to
be used to perform the multi-player game.

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5. An information supply system for a multi-player game
comprising:

information generation means which generates information
used to perform the multi-player game at a predetermined
10 terminal device based on a selection input by a player;

supply means which supplies the generated information to
the terminal device; and

acquisition means which acquires selection input
information input by a player through the terminal device,

15 wherein the multi-player game is a simultaneous selection
input type of game wherein different responses are output in
correspondence to selection inputs;

wherein the information generation means generates:
game information allowing selection inputs by first and
20 second players when a predetermined event requiring a selection
input occurs in the game; and

response information corresponding to selection inputs
by the first and second players acquired by the acquisition
means; and

25 wherein the supply means supplies the game information
and response information to terminal devices operated by the
first and second players.

6. The information supply system as defined in claim 5,
further comprising:

determination means which automatically determines a
5 content of a selection input when the acquisition means has not
acquired any selection input information from a player within
a predetermined time,

wherein the information generation means uses a selection
input having a content determined by the determination means
10 to generate the information used to perform the multi-player
game.

7. The information supply system as defined in claim 6,

wherein the determination means determines a content of
15 a selection input for at least one of the first and second players
at random, or by a lottery, or based on any one of the selection
input order, time elapsed in a selection input, a time at which
a selection input is done, a game score, the state of game
progress, and a region to which the first or second player
20 belongs.

8. A program embodied on an information storage medium or
in a carrier wave, and used to supply information that is used
to perform a multi-player game at a predetermined terminal
25 device, wherein variations in a story are based on a selection
input by a player, the program implementing in a computer:

information generation means which generates the

information used to perform the multi-player game;

supply means which supplies the generated information to the terminal device; and

acquisition means which acquires selection input
5 information input by a player through the terminal device,
wherein the multi-player game is an individual selection
input type of game wherein different responses are output in
correspondence to selection inputs;

wherein the information generation means generates:

10 first game information allowing a selection input by a
first player when an event requiring a selection input by the
first player occurs in the game;

first response information corresponding to a selection
input by the first player acquired by the acquisition means;

15 second game information allowing a selection input by a
second player when an event requiring a selection input by the
second player occurs in the game; and

second response information corresponding to a selection
input by the second player acquired by the acquisition means;

20 and

wherein the supply means supplies:

the first game information to a terminal device operated
by the first player;

the second game information to a terminal device operated
25 by the second player; and

the first and second response information to the terminal
devices of the first and second players.

9. The program as defined in claim 8,

wherein the information generation means causes the generation of an event requiring a selection input by the first and second player, based on the game situation.

10. The program as defined in claim 8, further implementing in a computer:

mail generation means which generates notice information notifying receipt of a selection input in electronic mail format, when the acquisition means acquires a selection input by the first or second player,

wherein the supply means supplies the generated notice information as electronic mail to the terminal device operated by the second or first player.

11. The program as defined in claim 8,

wherein the acquisition means acquires personal information including identification information of a player and a captured image of a player, through a personal information input device having input means and capturing means; and

wherein the information generation means uses the acquired personal information to generate the information to be used to perform the multi-player game.

12. A program embodied on an information storage medium or in a carrier wave, and used to supply information that is used

to perform a multi-player game at a predetermined terminal device based on a selection input by a player, the program implementing in a computer:

information generation means which generates the
5 information used to perform the multi-player game;

supply means which supplies the generated information to the terminal device; and

acquisition means which acquires selection input information input by a player through the terminal device,

10 wherein the multi-player game is a simultaneous selection input type of game wherein different responses are output in correspondence to selection inputs;

wherein the information generation means generates:
game information allowing selection inputs by first and
15 second players when a predetermined event requiring a selection input occurs in the game; and

response information corresponding to selection inputs by the first and second players acquired by the acquisition means; and

20 wherein the supply means supplies the game information and response information to terminal devices operated by the first and second players.

13. The program as defined in claim 12, further implementing
25 in a computer:

determination means which automatically determines a content of a selection input when the acquisition means has not

acquired any selection input information from a player within a predetermined time,

wherein the information generation means uses a selection input having a content determined by the determination means to generate the information used to perform the multi-player game.

14. The program as defined in claim 13,

wherein the determination means determines a content of a selection input for at least one of the first and second players at random, or by a lottery, or based on any one of the selection input order, time elapsed in a selection input, a time at which a selection input is done, a game score, the state of game progress, and a region to which the first or second player belongs.